


N.º 10 AÑO II




RECOGIDA
ARTILLERIA
HUESOS
JOE LOUE
MOSQUITOS
LA MANZANA
ASTEROIDES
AVANTI
BOMBAS
CANIBAL
CAPP-BALL
CARRETILLA
CAZA
DIBUJO

SELECCION DE LOS MEJORES PROGRAMAS ORIGINALES

TODO SOBRE EL

N.º 17 690 Ptas.

# AMSTRAD

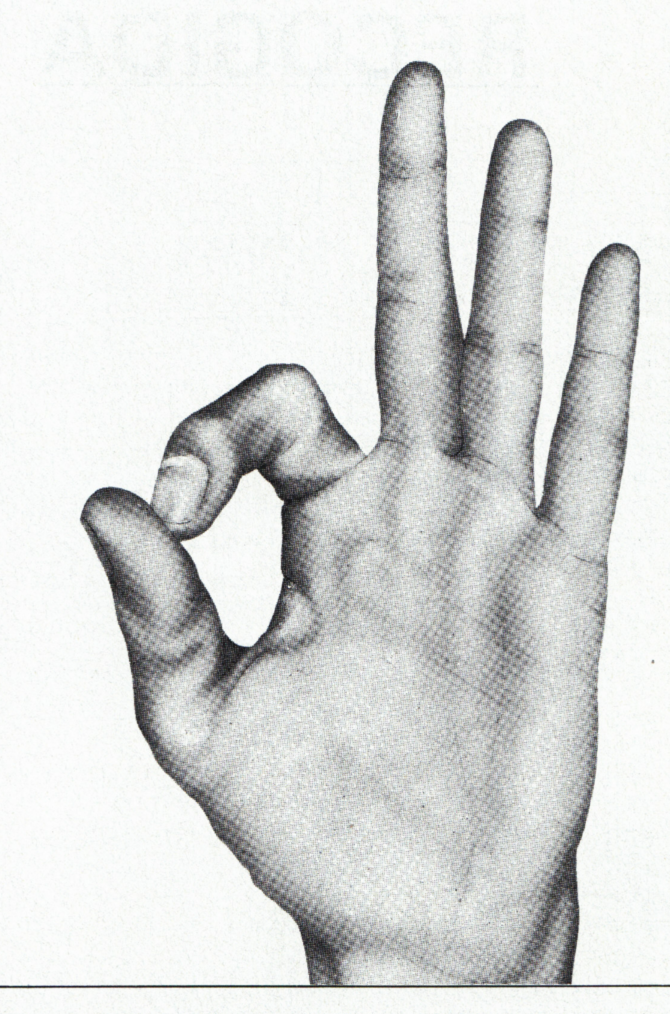



## PLUTON

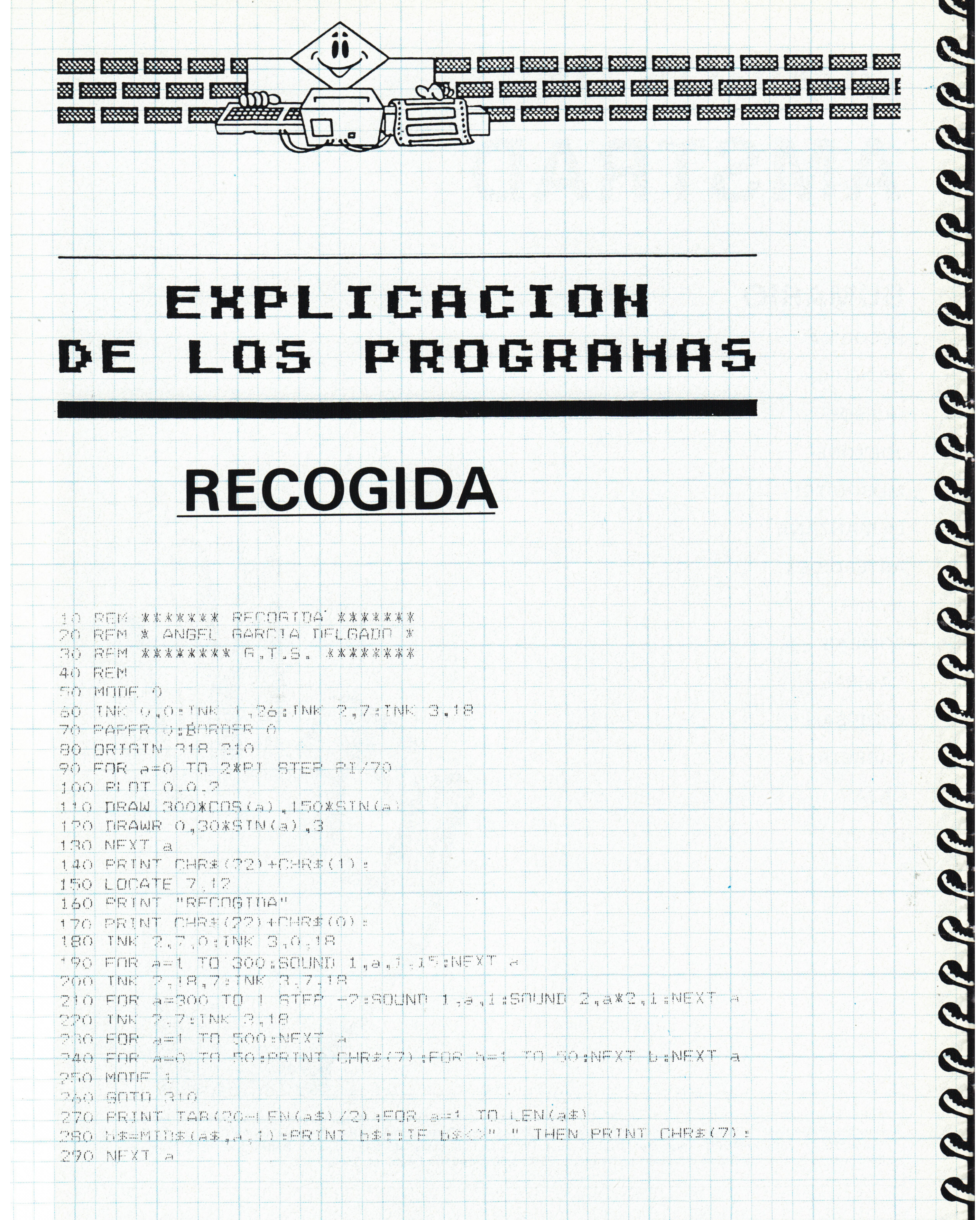
# AMIGOS DEL
# AMSTRAD

## SUMARIO





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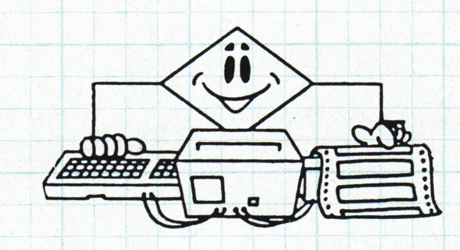
# EXPLICACION DE LOS PROGRAMAS

## RECOGIDA

```
10 REM ******* RECOGIDA ********
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 7,12
160 PRINT "RECOGIDA"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7);FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2);:FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
```

```
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<<< RECOGIDA >>>":GOSUB 270
330 PRINT:A$="RECOGE LAS PERAS DEL HUERTO PARA":GOSUB 270
340 A$="CARGARLAS EN EL CAMION, ANTES DE QUE":GOSUB 270
350 A$="ESTE SE MARCHE.":GOSUB 270
360 PRINT:A$="CONTROLES DEL JUEGO:":GOSUB 270
370 A$="Q. ARRIBA":GOSUB 270
380 A$="A. ABAJO":GOSUB 270
390 A$="O. IZQUIERDA":GOSUB 270
400 A$="P. DERECHA":GOSUB 270
410 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
420 IF INKEY(60)<>0 THEN GOTO 420
430 P=0:T=250:F=1
440 MODE 1
450 INK 0,0:INK 1,26:INK 2,9:INK 3,24
460 BORDER 0:PAPER 0
470 PEN 1
480 WINDOW 1,40,7,25
490 GOSUB 950:GOSUB 1010
500 PRINT #1," PUNTOS:";TAB(20);" TIEMPO:"
510 A$="":B$=""
520 FOR A=1 TO 40
530 A$=A$+CHR$(166):B$=B$+CHR$(165)
540 NEXT A
550 PRINT #1,A$:PRINT #1,B$;" ";CHR$(161);CHR$(162);CHR$(163);CHR$(16
4):PRINT #1,A$
560 CLS:GOSUB 870
570 PEN 3
580 T=300
590 X=5:Y=5:XB=5:YB=5:R=0
600 IF INKEY(67)=0 THEN X=X-1:IF X<1 THEN X=1
610 IF INKEY(69)=0 THEN X=X+1:IF X>18 THEN X=18
620 IF INKEY(34)=0 THEN Y=Y-1:IF Y<1 THEN Y=1
630 IF INKEY(27)=0 THEN Y=Y+1:IF Y>40 THEN Y=40
640 LOCATE YB,XB:PRINT" "
650 LOCATE Y,X:CALL 30000:C=PEEK(29999)
660 IF C=160 THEN R=R+1:SOUND 1,500,3:P=P+5:LOCATE #1,11,1:PRINT#1,P
670 IF R>9+5*F THEN R=0:F=F+1:P=P+T:FOR A=1 TO 1000 STEP 3:SOUND 1,A,1
:NEXT A:GOTO 560
680 PRINT CHR$(248+RND*3)
690 T=T-1:LOCATE #1,31,1:PRINT#1,USING "###";T
700 IF T<1 THEN GOTO 730
710 XB=X:YB=Y
720 GOTO 600
730 B$=" "+CHR$(161)+CHR$(162)+CHR$(163)+CHR$(164)
740 FOR A=3 TO 36
750 LOCATE #1,A,5:PRINT #1,B$
760 SOUND 1,1000,1:FOR B=1 TO 50:NEXT B
770 NEXT A
780 MODE 0
790 PEN 2
800 LOCATE 6,7:PRINT"GAME OVER"
810 PEN 1
820 LOCATE 5,12:PRINT"PUNTOS:";USING "####";P
830 INK 2,11,0
```

```
840 FOR A=1 TO 4000 STEP 10:SOUND 1,A,1:NEXT A
850 FOR A=1 TO 10000:NEXT A
860 RUN 250
870 FOR A=1 TO 10+5*F
880 X=1+INT(17*RND):Y=1+INT(RND*39)
890 LOCATE Y,X:CALL 30000:IF PEEK(29999)<>32 THEN GOTO 880
900 PEN 2:PRINT CHR$(160)
910 PRINT CHR$(7);
920 NEXT A
930 RETURN
940 END
950 REM ** CODE SCREEN$ **
960 DATA 205,96,187,50,47,117,201
970 RESTORE 960
980 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
990 RETURN
1000 REM *****************
1010 SYMBOL AFTER 160
1020 SYMBOL 160,96,144,56,56,124,124,124,56
1030 SYMBOL 161,255,128,128,128,128,255,91,27
1040 SYMBOL 162,255,0,0,0,0,255,64,0
1050 SYMBOL 163,251,11,11,11,11,251,222,216
1060 SYMBOL 164,224,176,152,143,255,255,93,28
1070 SYMBOL 165,0,0,0,0,126,63,0,0
1080 SYMBOL 166,0,0,0,255,255,0,0,0
1090 RETURN
```



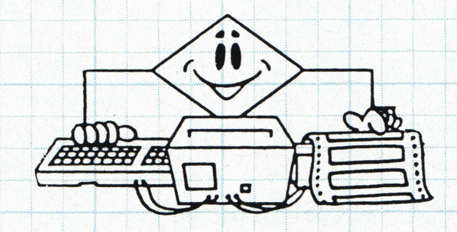


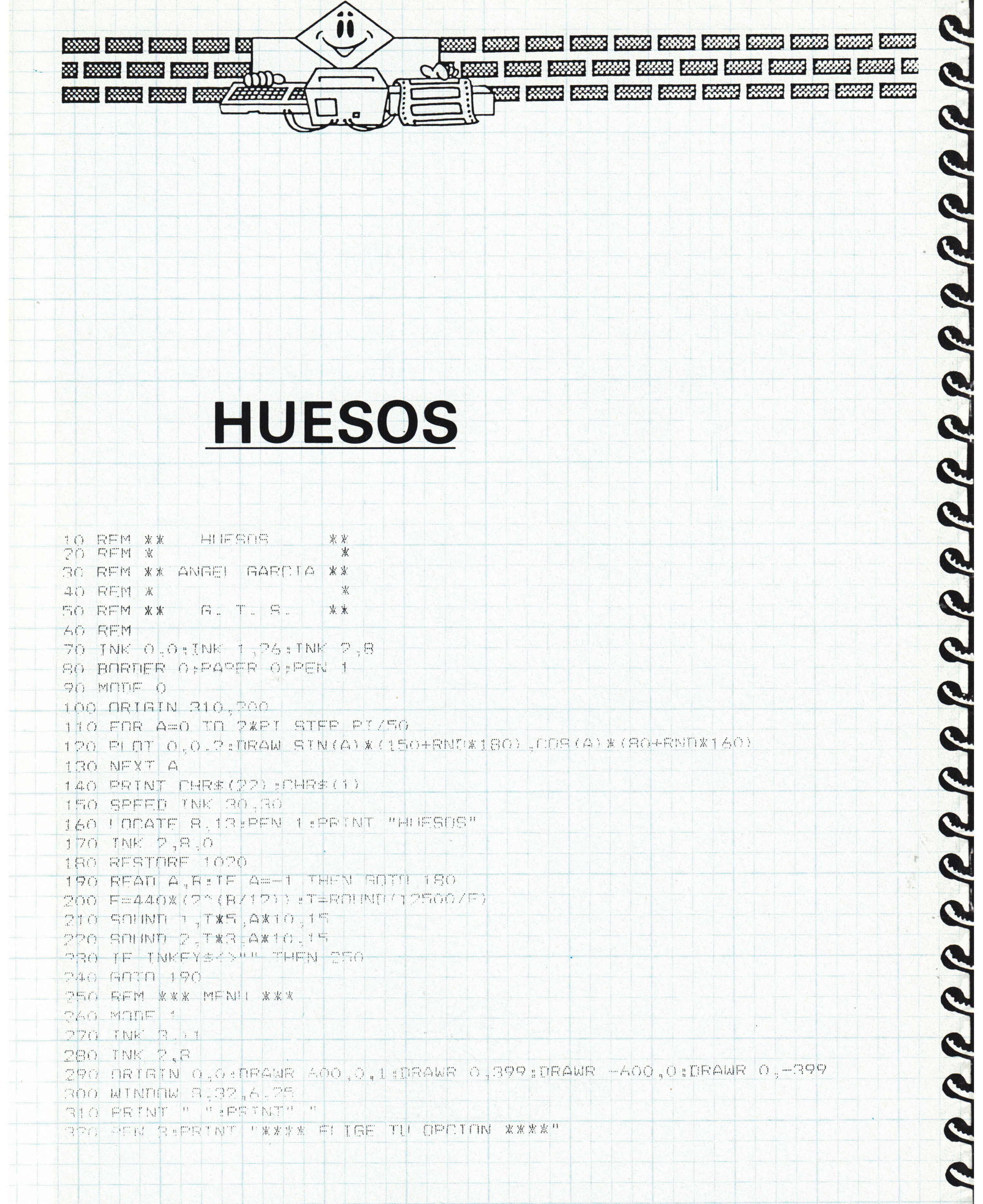
# ARTILLERIA

```
10 REM ******* ARTILLERIA *******
20 REM * ANGEL GARCIA DELGADO ***
30 REM ********* G.T.S. *********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 6,12
160 PRINT "ARTILLERIA"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< ARTILLERIA >>":GOSUB 270
```

```
330 PRINT:A$="DESTRUYE UN TANQUE QUE SE ENCUENTRA":GOSUB 270
340 A$="AL OTRO LADO DE LA CADENA DE MONTES.":GOSUB 270
350 PRINT:A$="TU PUEDES REGULAR EL ANGULO DE TIRO":GOSUB 270
360 A$="Y EL IMPULSO (VELOCIDAD INICIAL)":GOSUB 270
370 A$="DE TU UNIDAD ARTILLERA":GOSUB 270
380 PRINT:A$="POR CADA TANQUE DESTRUIDO SE TE":GOSUB 270
390 A$="AUMENTARA EN 100 UNIDADES EL INPULSO":GOSUB 270
400 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
410 IF INKEY(60)<>0 THEN 410
420 SYMBOL AFTER 32
430 SYMBOL 91,1,7,127,7,127,255,255,127
440 SYMBOL 93,128,224,224,224,254,255,255,254
450 SYMBOL 92,218,173,189,81,127,103,188,24
460 SYMBOL 64,129,66,36,152,104,102,233,150
470 TM=300:AC=0
480 INK 0,23:PAPER 0:BORDER 23:INK 1,0:INK 2,9:INK 3,2:INK 4,3:INK 5,2
6:PEN 1:MODE 0
490 DEF FN R(X)=INT(RND*X):ORIGIN 0,0
500 LOCATE 1,22:PEN 4:PRINT"@"
510 FOR A=0 TO 47:PLOT 0,A,2
520 DRAWR 650,0
530 NEXT A
540 WINDOW #2,1,20,24,25:PAPER #2,2:PEN #2,5
550 WINDOW #1,1,20,1,2:PEN #1,5
560 GOSUB 980
570 FOR Z=250 TO 350 STEP 4
580 PLOT Z,47:DRAWR 0,FN R(100)
590 NEXT Z
600 X=19-FN R(8)
610 LOCATE X,22:PEN 3:PRINT"[]"
620 IF TM<1 THEN GOTO 950
630 CLS #2:INPUT #2,"ANGULO:  ",ANG
640 INPUT #2,"IMPULSO: ",I:IF I<0 OR I>IM THEN SOUND 1,100:GOTO 640
650 TM=TM-I
660 X=1:Y=200
670 ENT 1,10,1,1,20,-1,1
680 DEG:SOUND 1,500,30,15,0,1,31
690 VX=I*COS(ANG):VY=I*SIN(ANG)
700 FOR Z=8 TO 650 STEP 4
710 PLOT X,Y,0
720 T=Z/VX:X=Z+16
730 Y=55+VY*T-4.9*T*T
740 TT=TEST (X,Y)
750 PLOT X,Y,1
760 SOUND 2,Y*2,1,13
770 FOR V=1 TO 30:NEXT V
780 IF TT=2 THEN GOTO 820:REM -- CHOQUE CON PAISAJE --
790 IF TT=3 THEN GOTO 920:REM --    "    CON TANQUE --
800 IF Y<8 THEN GOTO 820
810 NEXT Z
820 ORIGIN X,Y
830 PRINT CHR$(23);CHR$(1);TAG:FOR N=1 TO 50
840 MOVE RND*N,RND*N:PRINT"*";
850 MOVE -RND*N,RND*N:PRINT"*";
860 REM MOVE -RND*N,-RND*N:PRINT"*";
```

```
870 REM MOVE RND*N,-RND*N:PRINT"*";
880 SOUND 3,A*5,3,15,0,1,31
890 NEXT N:TAGOFF:PRINT CHR$(23);CHR$(0);
900 FOR N=1 TO 2000:NEXT N
910 GOTO 480
920 SOUND 3,50,30,15,0,1:AC=AC+1:GOSUB 980
930 TM=TM+100
940 GOTO 820
950 FOR A=1 TO 20:SOUND 3,50,30,15,0,1:NEXT A
960 GOTO 990
970 LOCATE 1,1:END
980 CLS #1:PRINT#1,"IMPULSO:  ";USING "###";TM:PRINT#1,"IMPACTOS: ";US
ING "###";AC:RETURN
990 REM
1000 REM *** GAME OVER ***
1010 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT
B:NEXT A
1020 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
1030 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
1040 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
1050 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
1060 FOR A=1 TO 50:A$=INKEY$:NEXT A
1070 PEN 1
1080 IF INKEY(60)=0 THEN RUN 250
1090 IF INKEY(46)=0 THEN CALL 0
1100 GOTO 1080
```



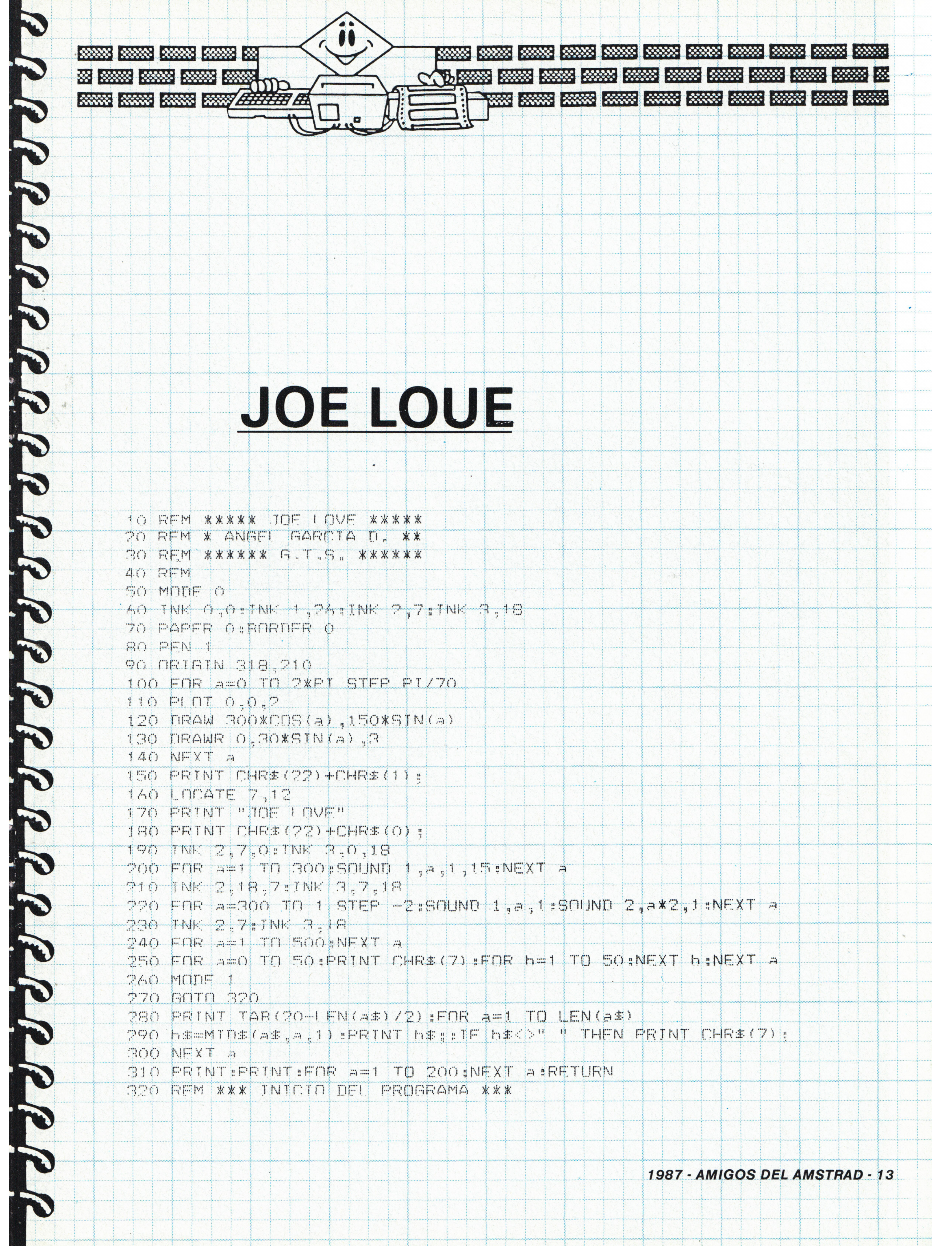


# HUESOS

```
10 REM **    HUESOS      **
20 REM *                  *
30 REM ** ANGEL  GARCIA **
40 REM *                  *
50 REM **    G. T. S.    **
60 REM
70 INK 0,0:INK 1,26:INK 2,8
80 BORDER 0:PAPER 0:PEN 1
90 MODE 0
100 ORIGIN 310,200
110 FOR A=0 TO 2*PI STEP PI/50
120 PLOT 0,0,2:DRAW SIN(A)*(150+RND*180),COS(A)*(80+RND*160)
130 NEXT A
140 PRINT CHR$(22);CHR$(1)
150 SPEED INK 30,30
160 LOCATE 8,13:PEN 1:PRINT "HUESOS"
170 INK 2,8,0
180 RESTORE 1020
190 READ A,B:IF A=-1 THEN GOTO 180
200 F=440*(2^(B/12)):T=ROUND(12500/F)
210 SOUND 1,T*5,A*10,15
220 SOUND 2,T*3,A*10,15
230 IF INKEY$<>"" THEN 250
240 GOTO 190
250 REM *** MENU ***
260 MODE 1
270 INK 3,11
280 INK 2,8
290 ORIGIN 0,0:DRAWR 600,0,1:DRAWR 0,399:DRAWR -600,0:DRAWR 0,-399
300 WINDOW 8,32,6,25
310 PRINT " ":PRINT" "
320 PEN 3:PRINT "**** ELIGE TU OPCION ****"
```

```
330 PRINT " "
340 PEN 1:PRINT "      1. CUESTIONARIO"
350 PRINT " "
360 PRINT "      2. LISTAR DATOS"
370 PRINT " "
380 PRINT "      3. TERMINAR"
390 PRINT " "
400 PRINT" "
410 PEN 3:PRINT"*************************"
420 IF INKEY(44)=0 THEN GOTO 460
430 IF INKEY(65)=0 THEN GOTO 880
440 IF INKEY(57)=0 THEN MODE 1:CALL 0
450 GOTO 420
460 REM **** CUESTIONARIO ****
470 MODE 1:INK 1,26:INK 2,20:INK 3,8
480 FOR P=1 TO 20
490 MODE 1:PEN 1:PRINT"******* HUESOS DEL CUERPO HUMANO *******"
500 N=INT (RND*3)
510 IF N=0 THEN RESTORE 960
520 IF N=1 THEN RESTORE 980
530 IF N=2 THEN RESTORE 1000
540 READ R$,NN:NN=INT(RND*NN):FOR Z=0 TO NN:READ I$:NEXT Z
550 PEN 3:PRINT" "
560 PRINT"PREGUNTA:";P;TAB(17);"HUESO: ";I$
570 PRINT " ":PEN 2
580 PRINT " "
590 PRINT "A QUE PARTE PARTE DEL CUERPO CORRESPONDE";:PRINT " ":PRINT"
          EL HUESO CITADO:"
600 PRINT" ":PRINT" "
610 PEN 3:PRINT "                    (PULSA 1,2 o 3)"
620 PEN 1:PRINT " "
630 PRINT" ":PRINT "                  1. CABEZA (Y CUELLO)"
640 PRINT" ":PRINT "                  2. TRONCO (TORAX-ABDOMEN)"
650 PRINT" ":PRINT "                  3. EXTREMIDADES"
660 SOUND 1,100,10
670 REM
680 IF INKEY(44)=0 THEN NR=0:GOTO 720
690 IF INKEY(45)=0 THEN NR=1:GOTO 720
700 IF INKEY(57)=0 THEN NR=2:GOTO 720
710 GOTO 670
720 PEN 2:PRINT " ":PRINT" ":IF NR=N THEN PRINT "!!!CORRECTO!!! LA RES
PUESTA ES ";R$:FOR B=1 TO 3:FOR A=15 TO 0 STEP -1:INK 0,A:SOUND 1,A,1:
NEXT A,B:AC=AC+1
730 IF NR<>N THEN PRINT "INCORRECTO. LA RESPUESTA ERA ";R$:SOUND 1,600
,100:FOR A=1 TO 100:PLOT RND*600,RND*400:NEXT A
740 NEXT P
750 MODE 0:FOR A=1 TO 15:INK A,27-A:NEXT A
760 PEN 5:PRINT "**** RESULTADOS ****"
770 PRINT" ":PRINT" "
780 PEN 2:PRINT "  ACIERTOS.....";AC
790 PRINT " "
800 PEN 3:PRINT "  FALLOS.......";20-AC
810 PRINT" ":PRINT" ":PRINT" "
820 PEN 1:PRINT"  PORCENTAJE:";AC*5;"%"
830 PRINT" ":PRINT" ":PRINT" "
```

```
840 PRINT "********************"
850 FOR A=0 TO 100:A$=INKEY$:SOUND 1,A,1,15:NEXT A
860 IF INKEY$=""THEN 860
870 GOTO 250
880 MODE 2:RESTORE 960
890 FOR A=1 TO 3
900 READ A$,N
910 PRINT "- ";A$;":":PRINT" "
920 FOR B=1 TO N:READ B$:PRINT "  ";B$,:NEXT B
930 PRINT" ":PRINT" ":PRINT " "
940 NEXT A
950 GOTO 850
960 DATA CABEZA,15
970 DATA PARIETAL,TEMPORAL,FRONTAL,OCCIPITAL,ETMOIDES,ESFENOIDES,MANDI
BULA,NASAL,UNGUIS,CORNETES,POMULOS,PALATINO,MAXILAR,VOMER,HIOIDES
980 DATA TRONCO,10
990 DATA VERT. CERVICAL,VERT. LUMBAR,VERT. DORSAL,VERT. SACRA,VERT. CO
XIGEA,C. ARTICULADAS,C. VERDADERAS,C. FALSAS,C. FLOTANTES,ESTERNON
1000 DATA EXTREMIDADES,22
1010 DATA CLAVICULA,OMOPLATO,HUMERO,CUBITO,RADIO,CARPO,ESCAFOIDES,SEMI
LUNAR,PIRAMIDAL,PISIFORME,TRAPECIO,METACARPOS,FALANGES,ILEON,ISQUION,P
UBIS,FEMUR,TIBIA,PERONE,ASTRAGALO,CALCANEO,ESCAFOIDES
1020 DATA 8,4,4,5,4,7,4,7,4,5,4,4,4,2,4,0,4,0,4,2,4,4,8,4,2,2,8,2,8,4,
4,5,4,7,4,7,4,5,4,4,4,2,4,0,4,0,4,2,4,4,8,2,2,0,9,0
1030 DATA -1,-1
```



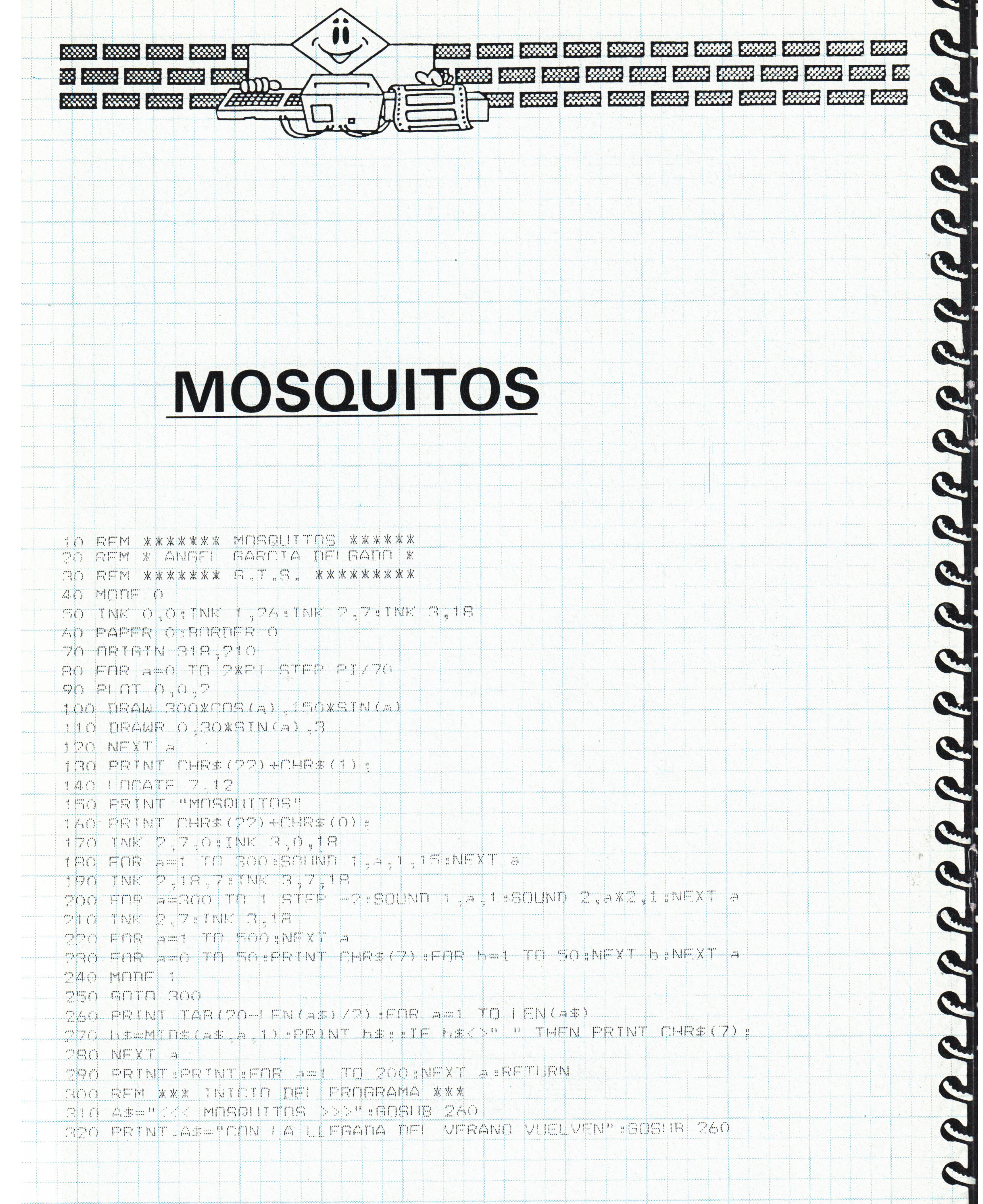
# JOE LOUE

```
10 REM ***** JOE LOVE *****
20 REM * ANGEL GARCIA D. **
30 REM ****** G.T.S. ******
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 PEN 1
90 ORIGIN 318,210
100 FOR a=0 TO 2*PI STEP PI/70
110 PLOT 0,0,2
120 DRAW 300*COS(a),150*SIN(a)
130 DRAWR 0,30*SIN(a),3
140 NEXT a
150 PRINT CHR$(22)+CHR$(1);
160 LOCATE 7,12
170 PRINT "JOE LOVE"
180 PRINT CHR$(22)+CHR$(0);
190 INK 2,7,0:INK 3,0,18
200 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
210 INK 2,18,7:INK 3,7,18
220 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
230 INK 2,7:INK 3,18
240 FOR a=1 TO 500:NEXT a
250 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
260 MODE 1
270 GOTO 320
280 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
290 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
300 NEXT a
310 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
320 REM *** INICIO DEL PROGRAMA ***
```

```
330 A$="<<< JOE LOVE >>>":GOSUB 280
340 PRINT:A$="AYUDA A JOE A RECUPERAR":GOSUB 280
350 A$="LOS CORAZONES PERDIDOS, NECESARIOS":GOSUB 280
360 A$="PARA CONSEGUIR EL AMOR DE SU CHICA.":GOSUB 280
370 A$="PERO TEN CUIDADO CON LAS HIENAS":GOSUB 280
380 PRINT:A$="USA: TECLADO (Q.A.O.P) O JOYSTICK":GOSUB 280
390 PRINT:A$="PULSA UNA TECLA PARA EMPEZAR":GOSUB 280
400 A$=INKEY$:IF INKEY$="" THEN 400
410 PRINT CHR$(7);
420 GOSUB 950:GOSUB 850
430 V=3
440 MODE 1:INK 0,26:INK 1,0:INK 2,15:INK 3,2
450 PAPER 0:BORDER 24:CLS
460 WINDOW 1,40,4,25:PEN 1:CLS
470 WINDOW #1,1,40,1,3:PAPER#1,2:PEN#1,0:CLS#1
480 GOSUB 830
490 RESTORE 740:D=40000
500 READ A:POKE D,A:D=D+1
510 IF A=255 THEN GOTO 530
520 GOTO 500
530 DEFINT X,Y:X=10:Y=20
540 H=1+INT(RND*19):I=1+INT(RND*39):POKE 40015,H:POKE 40016,I:FOR B=10
0 TO 200 STEP 10:SOUND 2,B,1,15:NEXT B
550 GOSUB 830
560 CALL 32768
570 IF PEEK(39999)=1 THEN GOSUB 670:GOTO 440
580 IF INKEY(67)=0 OR JOY(0)=1 THEN X=X-1:IF X<1 THEN X=1
590 IF INKEY(69)=0 OR JOY(0)=2 THEN X=X+1:IF X>20 THEN X=20
600 IF INKEY(34)=0 OR JOY(0)=4 THEN Y=Y-1:IF Y<1 THEN Y=1
610 IF INKEY(27)=0 OR JOY(0)=8 THEN Y=Y+1:IF Y>39 THEN Y=39
620 POKE 40003,X:POKE 40004,Y
630 IF X=H AND Y=I THEN P=P+15:GOTO 540
640 IF X+1=H AND Y+1=I THEN P=P+15:GOTO 540
650 GOTO 560
660 DATA 1,10,10,2,1,20,2,1,15,1,172,176
670 POKE 40010,180:POKE 40011,184
680 FOR A=0 TO 255 STEP 10:SOUND 1,A,10,15,0,0,31:CALL 32768:NEXT A
690 V=V-1: IF V>=0 THEN RETURN
700 FOR a=0 TO 40:PRINT CHR$(7):A$=INKEY$:NEXT a
710 PEN 1:LOCATE 16,11:PRINT"GAME OVER"
720 IF INKEY$="" THEN 720
730 RUN 430
740 DATA 3,10,20,10,20,0,0,0,0,1,160,164
750 DATA 3,10,10,10,10,0,0,0,0,2,168,168
760 DATA 1,12,12,1,2,20,0,1,39,2,172,176
770 DATA 1,15,15,0,2,20,1,2,39,2,176,172
780 DATA 1,10,10,2,2,20,2,2,39,2,172,176
790 DATA 1,10,25,2,2,13,0,5,35,2,176,172
800 DATA 1,5,30,0,1,20,2,1,39,2,172,176
810 DATA 1,5,10,2,1,20,2,1,39,2,172,176
820 DATA 255
830 LOCATE#1,2,2:PRINT#1,"PUNTOS:";P;TAB(27);"VIDAS:";V
840 RETURN
850 DATA 3E00323F9CCD54BBFD21409CFD7E00FEFFC8FE04CAC680FD6E01FD6602FE0
2281A3E20CDF5B024CDF5B02CCDF5B025CDF5B02DFD7E00FE03CA2A81FD7E03FE01282
0
```

```
860 DATA FE00200D2D7DFDBE042015FD360302180FFF02200B2C7DFDBE052004FD360
300FD7501FD7E06FE012820FE00200D257CFDBE072015FD360602180FFF02200B247CF
D
870 DATA BE082004FD360600FD7402FD7E09CD90BBFD7E0AFD460BFD770BFD700AFD6
E01FD6602CDF5803C24CDF580252C3CCDF580243CCDF580FD7E00FE032805252DCDE18
0
880 DATA FD23FD23FD23FD23FD23FD23FD23FD23FD23FD23FD23FD23C30C80ED4B419
CCD068124CD06812CCD068125CD0681C9FDE5E5F5C075BBF1F5CD5DBBF1E1FDE1C9C5C
D
890 DATA 188104CD18810CCD188105CD1881C1C9E57CBBC228817DB9C22881213F9C3
601E1C9FDA603FD6E04FD7401FD7502C38F80C390FA00000000
900 DATA Z
910 RESTORE 850:D=32768
920 READ A$:N=LEN(A$):IF A$="Z" THEN RETURN
930 FOR A=1 TO N STEP 2:B$="&"+MID$(A$,A,2)
940 POKE D,VAL(B$):D=D+1:NEXT A:GOTO 920
950 SYMBOL AFTER 160
960 SYMBOL 160,3,14,29,29,63,56,54,48
970 SYMBOL 161,192,240,248,248,252,28,108,12
980 SYMBOL 162,124,255,207,10,15,15,30,62
990 SYMBOL 163,62,254,247,83,243,248,124,0
1000 SYMBOL 164,3,14,29,29,63,56,54,48
1010 SYMBOL 165,192,240,248,248,252,28,108,12
1020 SYMBOL 166,124,127,239,202,207,31,62,0
1030 SYMBOL 167,62,255,243,80,240,240,120,124
1040 SYMBOL 168,60,102,207,159,191,191,255,255
1050 SYMBOL 169,60,126,255,127,191,191,255,255
1060 SYMBOL 170,127,127,63,63,31,15,7,1
1070 SYMBOL 171,254,254,252,252,248,240,224,128
1080 SYMBOL 172,225,185,159,150,127,89,247,215
1090 SYMBOL 173,135,157,249,105,254,154,239,235
1100 SYMBOL 174,255,117,113,184,62,103,227,196
1110 SYMBOL 175,255,94,78,29,188,230,199,35
1120 SYMBOL 176,225,185,159,159,125,119,191,241
1130 SYMBOL 177,135,157,249,249,190,238,253,143
1140 SYMBOL 178,255,117,251,62,127,231,196,0
1150 SYMBOL 179,255,94,111,188,254,231,35,0
1160 SYMBOL 180,33,20,65,23,74,51,159,55
1170 SYMBOL 181,64,20,161,234,80,202,248,237
1180 SYMBOL 182,183,31,83,10,87,133,40,2
1190 SYMBOL 183,236,249,204,82,232,130,40,132
1200 SYMBOL 184,137,32,8,34,128,20,1,72
1210 SYMBOL 185,137,32,8,34,128,20,1,72
1220 SYMBOL 186,137,32,8,34,128,20,1,72
1230 SYMBOL 187,137,32,8,34,128,20,1,72
1240 RETURN
```



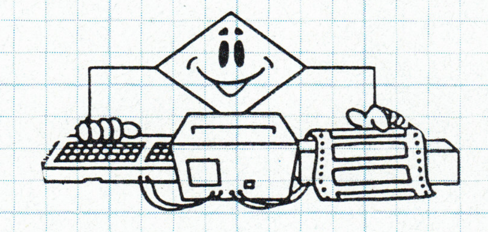


# MOSQUITOS

```
10 REM ******* MOSQUITOS ******
20 REM * ANGEL GARCIA DELGADO *
30 REM ******* G.T.S. *********
40 MODE 0
50 INK 0,0:INK 1,26:INK 2,7:INK 3,18
60 PAPER 0:BORDER 0
70 ORIGIN 318,210
80 FOR a=0 TO 2*PI STEP PI/70
90 PLOT 0,0,2
100 DRAW 300*COS(a),150*SIN(a)
110 DRAWR 0,30*SIN(a),3
120 NEXT a
130 PRINT CHR$(22)+CHR$(1);
140 LOCATE 7,12
150 PRINT "MOSQUITOS"
160 PRINT CHR$(22)+CHR$(0);
170 INK 2,7,0:INK 3,0,18
180 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
190 INK 2,18,7:INK 3,7,18
200 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
210 INK 2,7:INK 3,18
220 FOR a=1 TO 500:NEXT a
230 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
240 MODE 1
250 GOTO 300
260 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
270 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
280 NEXT a
290 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
300 REM *** INICIO DEL PROGRAMA ***
310 A$="<<< MOSQUITOS >>>":GOSUB 260
320 PRINT:A$="CON LA LLEGADA DEL VERANO VUELVEN":GOSUB 260
```

```
330 A$="LOS INDESEABLES MOSQUITOS. ELIMINA":GOSUB 260
340 A$="A LOS MOSQUITOS PEQUENNOS, PERO SIN":GOSUB 260
350 A$="TOCAR A LOS MAS GRANDES":GOSUB 260
360 PRINT:A$="Q. ARRIBA":GOSUB 260
370 A$="A. ABAJO":GOSUB 260
380 A$="O. IZQUIERDA":GOSUB 260
390 A$="P. DERECHA":GOSUB 260
400 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 260
410 IF INKEY(60)<>0 THEN GOTO 410
420 INK 0,22:INK 1,0:INK 2,8:INK 3,9
430 PAPER 0:BORDER 22:PEN 1
440 MODE 1
450 GOSUB 1150
460 GOSUB 1090
470 GOSUB 780
480 GOSUB 1010
490 P=0:GOSUB 1070
500 H=10:I=10
510 HB=10:IB=10
520 IF INKEY(67)=0 THEN H=H-1
530 IF INKEY(69)=0 THEN H=H+1
540 IF INKEY(34)=0 THEN I=I-1
550 IF INKEY(27)=0 THEN I=I+1
560 LOCATE I,H:CALL 30000:C=PEEK(29999)
570 PEN 1
580 LOCATE IB,HB:PRINT " "
590 LOCATE I,H:PRINT CHR$(161)
600 SOUND 1,2000,1,8
610 IB=I:HB=H
620 IF C>161 THEN GOTO 650
630 IF C=160 THEN FOR A=1 TO 200 STEP 20:SOUND 1,A,1:NEXT A:P=P+15:GOS
UB 1070:GOSUB 930
640 GOTO 520
650 REM *** MUERTE ***
660 INK 0,6,12:BORDER 6,12
670 FOR A=1 TO 1000 STEP 3
680 SOUND 1,A,1
690 NEXT A
700 INK 0,22:BORDER 22
710 MODE 0
720 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
730 PEN 1
740 LOCATE 4,13:PRINT"PUNTOS:";USING "######";P
750 INK 2,22,1
760 FOR A=1 TO 10000:NEXT A
770 RUN 240
780 MODE 1
790 WINDOW #1,1,40,1,3
800 PAPER #1,3:CLS #1
810 WINDOW 1,40,4,25
820 PEN 3
830 A$=CHR$(166)+CHR$(166)
840 B$=""
850 FOR A=1 TO 20
860 B$=B$+A$
```

```
870 NEXT A
880 PRINT B$;B$;
890 FOR A=1 TO 17:PRINT A$;TAB(39);A$;:NEXT A
900 PRINT B$;B$;
910 RETURN
920 REM *** MOSQUITO GRANDE ***
930 X=3+INT(RND*16):Y=2+INT(RND*35)
940 PEN 2
950 LOCATE Y,X:CALL 30000:C=PEEK(29999):IF C<>32 THEN GOTO 930
960 LOCATE Y+1,X:CALL 30000:C=PEEK(29999):IF C<>32 THEN GOTO 930
970 LOCATE Y+1,X+1:CALL 30000:C=PEEK(29999):IF C<>32 THEN GOTO 930
980 LOCATE Y,X+1:CALL 30000:C=PEEK(29999):IF C<>32 THEN GOTO 930
990 LOCATE Y,X:PRINT CHR$(162)+CHR$(163)
1000 LOCATE Y,X+1:PRINT CHR$(164)+CHR$(165)
1010 X=3+INT(RND*17):Y=2+INT(RND*36)
1020 LOCATE Y,X:CALL 30000:C=PEEK(29999)
1030 IF C<>32 THEN GOTO 1010
1040 SOUND 1,300,1
1050 PEN 2:PRINT CHR$(160)
1060 RETURN
1070 LOCATE #1,10,2:PRINT#1,"PUNTUACION:";USING "######";P
1080 RETURN
1090 REM ** CODE SCREEN$ **
1100 DATA 205,96,187,50,47,117,201
1110 RESTORE 1100
1120 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
1130 RETURN
1140 REM ****************
1150 SYMBOL AFTER 160
1160 SYMBOL 160,80,168,156,223,120,36,68,130
1170 SYMBOL 161,24,24,8,227,199,16,24,24
1180 SYMBOL 162,52,74,74,133,130,131,227,63
1190 SYMBOL 163,0,0,0,48,248,255,248,192
1200 SYMBOL 164,15,20,20,44,216,16,96,0
1210 SYMBOL 165,128,192,160,176,64,48,0,0
1220 SYMBOL 166,182,109,219,182,109,219,182,109
1230 RETURN
```

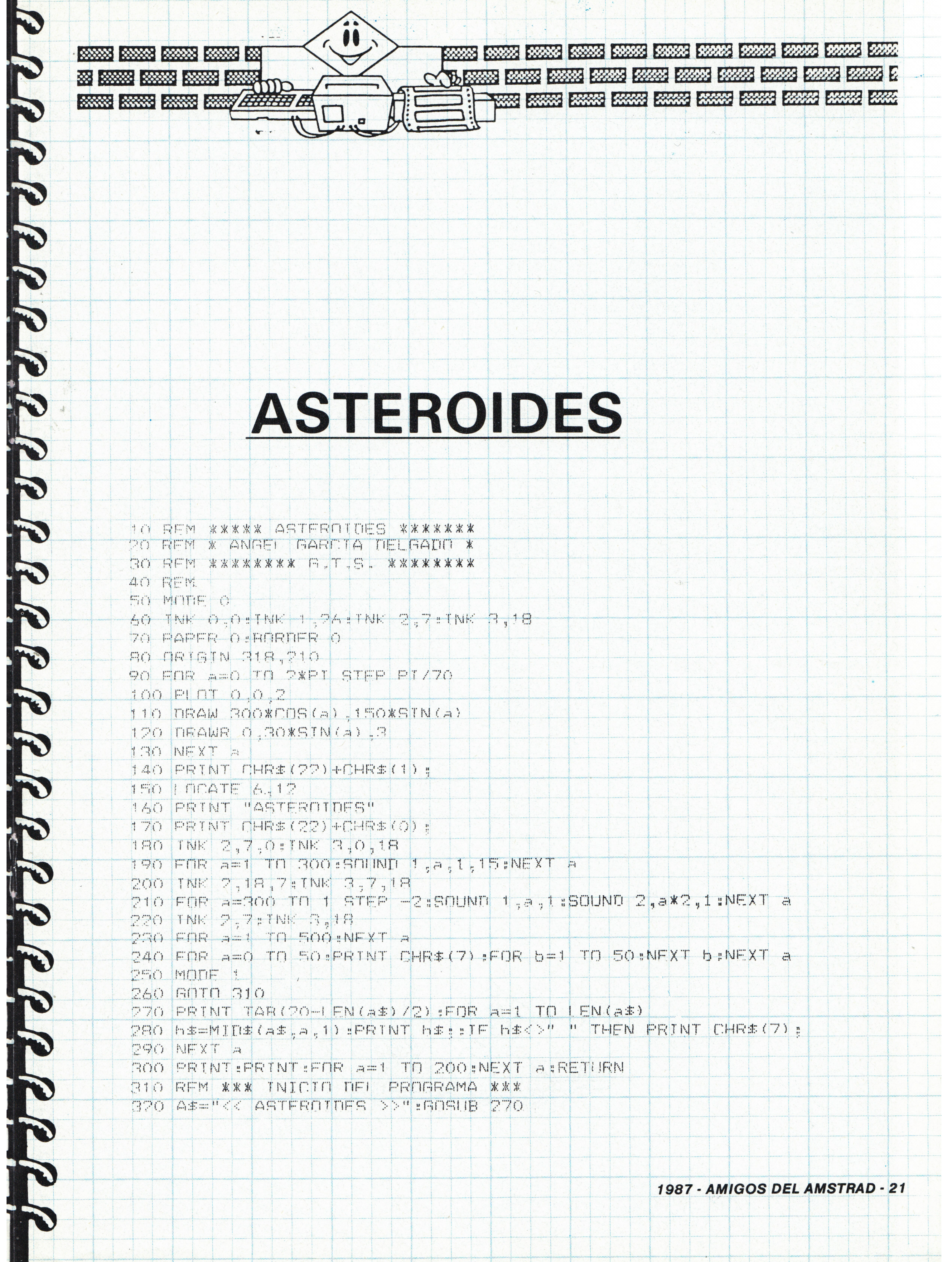




# LA MANZANA

```
10 REM *** LA MANZANA ENVENENADA ***
20 REM *** ANGEL GARCIA DELGADO ****
30 REM ********** G.T.S. ***********
40 REM
50 SYMBOL AFTER 160
60 SYMBOL 160,60,6,59,113,1,29,63,103
70 SYMBOL 161,0,0,0,0,0,120,252,254
80 SYMBOL 162,111,95,95,127,127,63,30
90 SYMBOL 163,254,254,254,254,254,252,120,0
100 MODE 0:INK 0,24:INK 1,0:INK 2,6:INK 3,18
110 BORDER 24:PAPER 0:CLS
120 ORIGIN 320,200
140 FOR A=0 TO 2*PI STEP PI/50
150 PLOT 0,0,3:DRAWR COS(A)*300,SIN(A)*180
160 NEXT A
170 PRINT CHR$(22)+CHR$(1)
180 PEN 1
190 LOCATE 8,13:PRINT"MANZANA"
200 FOR A=1 TO 1000 STEP 4:SOUND 1,A,1,15,0,0,31:NEXT A
210 INK 3,18,24
220 FOR A=1 TO 1000 STEP 5:SOUND 1,A,1,15:SOUND 2,A+10,1,15:SOUND 3,10
00-A,1,15:NEXT A
230 a$=CHR$(160)+CHR$(161)+CHR$(10)+CHR$(8)+CHR$(8)+CHR$(162)+CHR$(163
)
240 INK 3,18
250 MODE 1
260 PEN 1
270 PRINT "<< LA MANZANA ENVENENADA >> << A.G.D. >>"
280 PRINT:PRINT:PRINT"VE COMIENDOTE LAS MANZANAS DEL CESTO..."
290 PRINT:PRINT"PERO SOLO LAS MADURAS, YA QUE SI MUERDES"
300 PRINT"UNA QUE ESTE VERDE PERDERAS!!!."
310 PRINT:PRINT:PRINT"PARA ELEGIR LAS MANZANAS INTRODUCE"
320 PRINT:PRINT"PRIMERAMENTE LA FILA, Y LUEGO LA COLUMNA"
```

```
330 FOR A=1 TO 39 STEP 4:PEN 2:LOCATE A,20:PRINT A$;:PEN 3:PRINT A$;NE
XT A
340 INK 2,6,18:INK 3,18,6
350 IF INKEY$="" THEN 350
360 INK 2,6:INK 3,18
370 MODE 1:P=0:DIM M(8,5)
380 PEN 1
390 FOR A=1 TO 10:M(1+INT(RND*8),1+INT(RND*5))=2
400 NEXT A
420 MODE 1
430 ORIGIN 0,200
440 PLOT 0,150,1:DRAWR 700,0
450 PLOT 0,-150:DRAWR 700,0
460 WINDOW #1,12,35,9,19
470 PEN#1,1
480 LOCATE 12,7:PRINT"A B C D E F G H"
490 B$="1 2 3 4 5 "
500 FOR X=1 TO 10 STEP 2
510 PEN 1:LOCATE 10,X+9:PRINT MID$(B$,X,1)
520 FOR Y=1 TO 16 STEP 2
530 PEN 1:LOCATE#1,Y,X
540 PRINT#1,A$
550 NEXT Y:NEXT X
560 WINDOW #2,10,40,24,24
570 PEN#2,1
580 P=0
590 GOSUB 740
600 SOUND 1,200,20,15
610 INPUT #2,"  FILA (1-5):";F
620 IF F<1 OR F>5 THEN SOUND 1,400,50:GOTO 610
630 INPUT #2,"COLUMNA (A-H):";C$
635 C$=UPPER$(C$)
640 B$="ABCDEFGH"
650 C=0:FOR A=1 TO LEN(B$)
660 IF C$=MID$(B$,A,1) THEN C=A
670 NEXT A:IF C=0 THEN SOUND 1,400,50:GOTO 630
680 B=M(C,F)
690 IF B=2 THEN PEN#1,3:GOSUB 730:SOUND 1,400,50:GOTO 750
700 IF B=0 THEN M(C,F)=1:P=P+5:PEN#1,2:GOSUB 730:FOR A=1 TO 1000 STEP
10:SOUND 1,A,1,15:NEXT A
710 IF B=1 THEN SOUND 1,400,200:GOTO 610
720 GOTO 590
730 LOCATE #1,C*2-1,F*2-1:PRINT #1,A$:RETURN
740 LOCATE 14,2:PRINT "PUNTOS:";P:RETURN
750 FOR A=400 TO 0 STEP -1:SOUND 1,A,1:NEXT A
760 FOR C=1 TO 8:FOR F=1 TO 5
770 N=M(C,F):IF N=0 OR N=1 THEN PEN#1,2
780 IF N=2 THEN PEN#1,3
790 GOSUB 730
800 SOUND 1,100,5
810 FOR N=1 TO 50:NEXT N
820 NEXT F:NEXT C
830 PRINT #2," *** GAME OVER ***"
840 FOR A=1 TO 5000:NEXT A:RUN 220
```



# ASTEROIDES

```
10 REM ***** ASTEROIDES *******
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** A.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 6,12
160 PRINT "ASTEROIDES"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 h$=MID$(a$,a,1):PRINT h$;:IF h$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< ASTEROIDES >>":GOSUB 270
```



```
330 PRINT:A$="RECOGE LOS BIDONES DE COMBUSTIBLE":GOSUB 270
340 A$="EVITANDO SER ALCANZADO POR LOS":GOSUB 270
350 A$="ASTEROIDES":GOSUB 270
360 PRINT:A$="CONTROLES:":GOSUB 270:A$="CURSOR <. IZQUIERDA":GOSUB 270
:A$="CURSOR >. DERECHA":GOSUB 270
370 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
380 IF INKEY(60)<>0 THEN 380
390 GOSUB 600
400 INK 0,0:BORDER 0:INK 1,26
410 INK 2,20:INK 3,6
420 INK 4,2
430 INK 5,24
440 MODE 0
450 WINDOW #1,1,20,1,3:PAPER #1,4:PEN #1,2
460 CLS #1:WINDOW 1,20,5,25
470 P=0:GOSUB 590
480 Y=10
490 IF NOT INKEY(8) THEN Y=Y-1:IF Y<1 THEN Y=1
500 IF NOT INKEY(1) THEN Y=Y+1:IF Y>20 THEN Y=20
510 IF RND>0.9 THEN PEN 5:A$="c" ELSE a$="b":PEN 3
520 LOCATE 1+INT(RND*19),1:PRINT a$;CHR$(11)
530 LOCATE Y,21:CALL 30000:C=PEEK(29999)
540 PEN 2
550 LOCATE Y,21:PRINT"a";
560 IF C=98 THEN LOCATE Y,21:PRINT"d":GOTO 700
570 IF C=99 THEN SOUND 1,50,15,15,0,1:P=P+5:GOSUB 590
580 GOTO 490
590 LOCATE #1,4,2:PRINT#1,"PUNTOS...";P:RETURN
600 REM ** CODE SCREEN$ **
610 DATA 205,96,187,50,47,117,201
620 RESTORE 610
630 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
640 SYMBOL AFTER 97
650 SYMBOL 97,66,129,153,189,231,189,153,129
660 SYMBOL 98,12,62,127,126,255,255,94,56
670 SYMBOL 99,255,126,66,126,98,126,114,255
680 SYMBOL 100,16,68,0,137,32,9,128,34
690 RETURN
700 REM *** GAME OVER ***
710 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B
:NEXT A
720 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
730 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
740 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
750 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
760 FOR A=1 TO 50:A$=INKEY$:NEXT A
770 PEN 1
780 IF INKEY(60)=0 THEN RUN 250
790 IF INKEY(46)=0 THEN CALL 0
800 GOTO 780
```

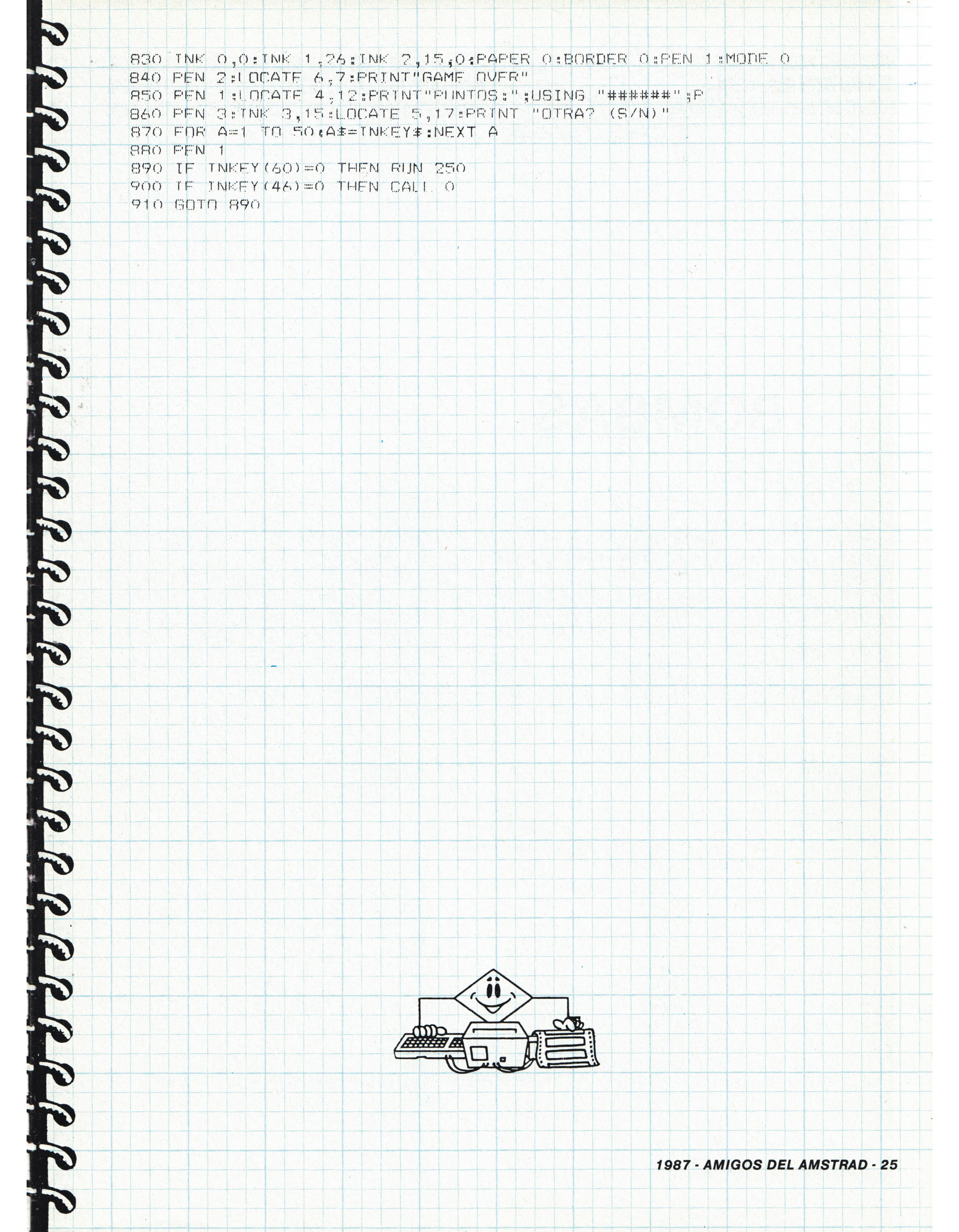


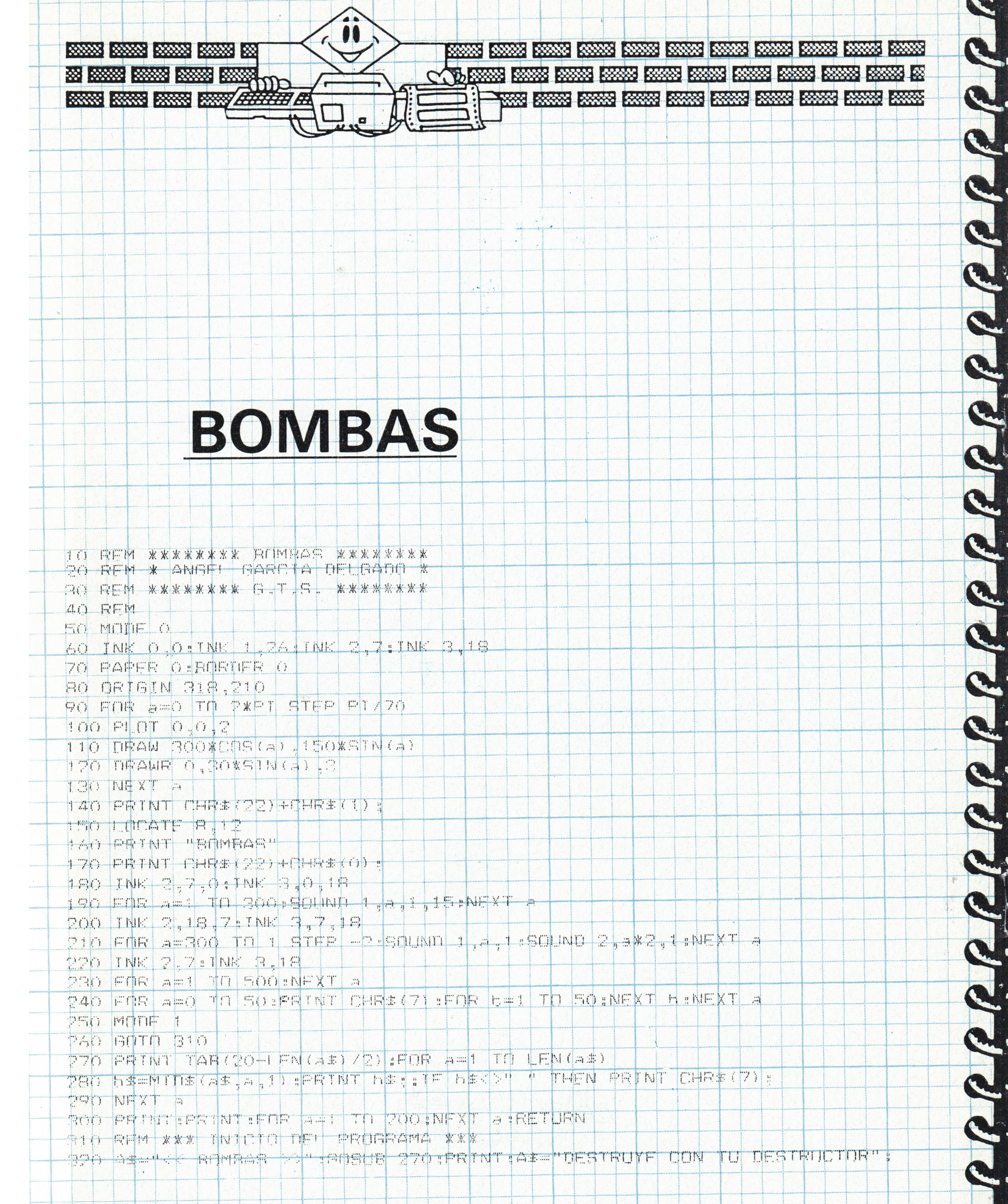
# AVANTI

```
10 REM ******** AVANTI ********
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 8,12
160 PRINT "AVANTI"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< AVANTI >>":GOSUB 270
```

```
330 PRINT:A$="RECOGE CON TU CAZA GALACTICO":GOSUB 270
340 A$="EL COMBUSTIBLE PARA CONTINUAR":GOSUB 270
350 A$="LA BATALLA, PERO TENIENDO MUCHO":GOSUB 270
360 A$="CUIDADO DE NO ESTRELLARTE CONTRA":GOSUB 270
370 A$="LOS NUMEROS ASTEROIDES":GOSUB 270
380 PRINT:A$="CONTROLES:":GOSUB 270
390 A$="CURSOR ARRIBA":GOSUB 270:A$="CURSOR ABAJO":GOSUB 270
400 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
410 IF INKEY(60)<>0 THEN 410
420 GOSUB 700
430 INK 0,0:INK 1,20
440 INK 2,5:INK 3,9
450 PAPER 0:BORDER 0
460 MODE 1
470 PEN 3:PRINT STRING$(40,97);"a PUNTOS: 0        aaaaa FALLOS: 0
 a";STRING$(40,97);
480 LOCATE 1,24:PRINT STRING$(40,"£");
490 GOSUB 670
500 X=12:Y=1:XR=X:YR=Y
510 P=0:FA=0
520 ENT 1,100,-1,1
530 ENT 2,100,1,1
540 IF RND>0.95 THEN PEN 2:LOCATE 1+INT (RND*39),4+INT(RND*18):PRINT"c
";:SOUND 1,100,10,15,0,0,31
550 IF RND>0.97 THEN PEN 1:LOCATE 1+INT (RND*39),4+INT(RND*18):PRINT"d
";:SOUND 2,50,10,15,0,1
560 IF NOT INKEY(0) THEN X=X-1:IF X<4 THEN X=4
570 IF NOT INKEY(2) THEN X=X+1:IF X>23 THEN X=23
580 y=y+1:IF Y>39 THEN Y=1
590 LOCATE Y,X:CALL 30000:C=PEEK(29999)
600 IF C=97 OR C=99 OR C=102 THEN PRINT"e":FA=FA+1:SOUND 4,C,30,15,0,1
,31:GOSUB 670
610 IF C=100 THEN SOUND 4,20,10,15,0,2:P=P+5:GOSUB 670
620 PEN 1
630 LOCATE yR,xR:PRINT" ";:LOCATE Y,X:PRINT"b";
640 XR=X:YR=Y
650 GOTO 540
660 GOTO 660
670 PEN 1:LOCATE 10,2:PRINT P:LOCATE 31,2:PRINT FA
680 IF FA>4 THEN GOTO 810
690 RETURN
700 DATA 205,96,187,50,47,117,201
710 RESTORE 700
720 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
730 SYMBOL AFTER 97
740 SYMBOL 97,238,170,238,0,238,170,238,0
750 SYMBOL 98,254,17,56,108,108,56,17,254
760 SYMBOL 99,60,126,255,252,127,255,126,56
770 SYMBOL 100,6,31,47,79,93,123,117,127
780 SYMBOL 101,17,64,4,32,0,137,32,2
790 SYMBOL 102,131,219,255,255,255,255,255,255
800 RETURN
810 REM *** GAME OVER ***
820 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B
:NEXT A
```

```
830 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
840 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
850 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
860 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
870 FOR A=1 TO 50:A$=INKEY$:NEXT A
880 PEN 1
890 IF INKEY(60)=0 THEN RUN 250
900 IF INKEY(46)=0 THEN CALL 0
910 GOTO 890
```



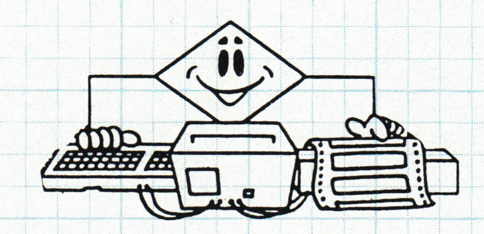


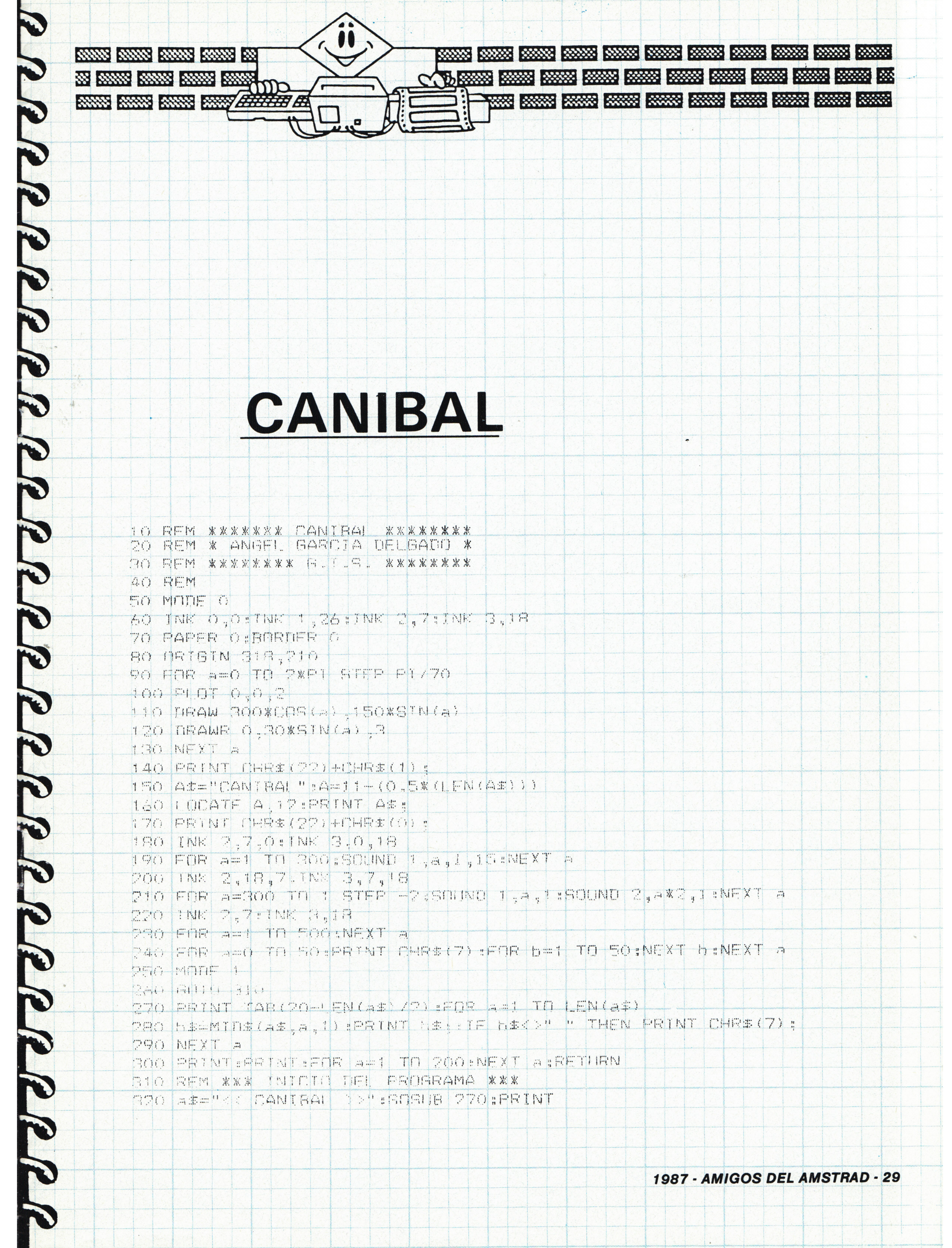
# BOMBAS

```
10 REM ******** BOMBAS ********
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 8,12
160 PRINT "BOMBAS"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 a$="<< BOMBAS >>":GOSUB 270:PRINT:A$="DESTRUYE CON TU DESTRUCTOR":
```

```
GOSUB 270:A$="LOS AVIONES Y SUBMARINOS ENEMIGOS":GOSUB 270:A$="ANTES D
E QUE SE TE AGOTE":GOSUB 270:A$="LA MUNICION":GOSUB 270
330 PRINT:A$="CONTROLES:":GOSUB 270:A$="CURSOR >. DERECHA":GOSUB 270:A
$="CURSOR <. IZQUIERDA":GOSUB 270:A$="Q. DISPARA MISIL":GOSUB 270:A$="
A. DISPARA MISIL":GOSUB 270
340 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
350 IF INKEY(60)<>0 THEN 350
360 GOSUB 700
370 BORDER 8:INK 0,20:INK 2,14:INK 8,8:INK 1,26:MODE 0
380 INK 10,0:INK 11,2:INK 12,6
390 PAPER 8:CLS:PEN 1:FOR A=1 TO 25:PRINT STRING$(20,97);:NEXT A
400 WINDOW #1,2,19,2,4:WINDOW 2,19,6,24:WINDOW #2,2,19,16,24
410 PAPER #2,2:PAPER #1,8:PAPER 0:CLS #1:CLS:CLS #2
420 P=0:FA=0:GOSUB 670
430 D1=0:D2=0:YA=5:YS=15:Y=10
440 IF NOT INKEY(8) THEN Y=Y-1:IF Y<1 THEN Y=1
450 IF D1=0 AND NOT INKEY(47) THEN SOUND 1,100,10,15,0,0,31:D1=1:X1=9:
Y1=Y+2
460 IF NOT INKEY(1) THEN Y=Y+1:IF Y>15 THEN Y=15
470 IF D2=0 AND NOT INKEY(69) THEN SOUND 1,100,[illegible],15,0,0,31:D2=1:X2=11
:Y2=Y+1
480 PEN 10:PAPER 0:LOCATE Y,10:PRINT" fg "
490 YA=YA+1:IF YA>16 THEN LOCATE 16,3:PRINT"   ":YA=1
500 PEN 11:LOCATE YA,3:PRINT" bc"
510 IF D1=0 THEN 550
520 LOCATE Y1,X1:PRINT" ":X1=X1-1:IF X1<1 THEN D1=0:GOSUB 650:GOTO 550
530 PEN 12:LOCATE Y1,X1:PRINT"i"
540 IF X1=3 THEN IF Y1=YA+1 OR Y1=YA+2 THEN A=3:B=YA+1:GOSUB 630:D1=0:
YA=1
550 PAPER 2:YS=YS-1:IF YS<1 THEN LOCATE 1,17:PRINT"    ";:YS=16
560 PEN 1:LOCATE YS,17:PRINT"de "
570 IF D2=0 THEN 610
580 LOCATE Y2,X2:PRINT" ":X2=X2+1:IF X2>19 THEN D2=0:GOSUB 650:GOTO 61
0
590 PEN 12:LOCATE Y2,X2:PRINT"h"
600 IF X2=17 THEN IF Y2=YS+1 OR Y2=YS THEN A=17:B=YS:GOSUB 630:D2=0:YS
=16
610 REM
620 GOTO 440
630 SOUND 1,50,5:LOCATE B,A:PRINT"jj":SOUND 4,400,20,15,0,0,31:P=P+5:G
OSUB 670
640 LOCATE B,A:PRINT"  ":RETURN
650 SOUND 2,50,5,15,0,0,31:FA=FA+1:GOSUB 670
660 RETURN
670 LOCATE #1,2,2:PRINT#1,"PT:";P:LOCATE #1,12,2:PRINT#1,"FA:";FA
680 IF FA>9 THEN 820
690 RETURN
700 SYMBOL AFTER 97
710 SYMBOL 97,255,129,189,165,165,189,129,255
720 SYMBOL 98,0,128,193,231,255,31,0,0
730 SYMBOL 99,0,0,194,58,255,250,2,0
740 SYMBOL 100,6,3,7,127,111,63,0,0
750 SYMBOL 101,0,0,192,251,255,243,0,0
760 SYMBOL 102,0,9,7,45,255,127,63,31
770 SYMBOL 103,0,144,224,180,255,254,252,248
```

```
780 SYMBOL 104,0,40,56,16,56,56,56,16
790 SYMBOL 105,16,56,56,56,16,56,40,0
800 SYMBOL 106,36,68,17,128,68,81,0,147
810 RETURN
820 REM *** GAME OVER ***
830 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B
:NEXT A
840 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
850 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
860 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
870 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
880 FOR A=1 TO 50:A$=INKEY$:NEXT A
890 PEN 1
900 IF INKEY(60)=0 THEN RUN 250
910 IF INKEY(46)=0 THEN CALL 0
920 GOTO 900
```

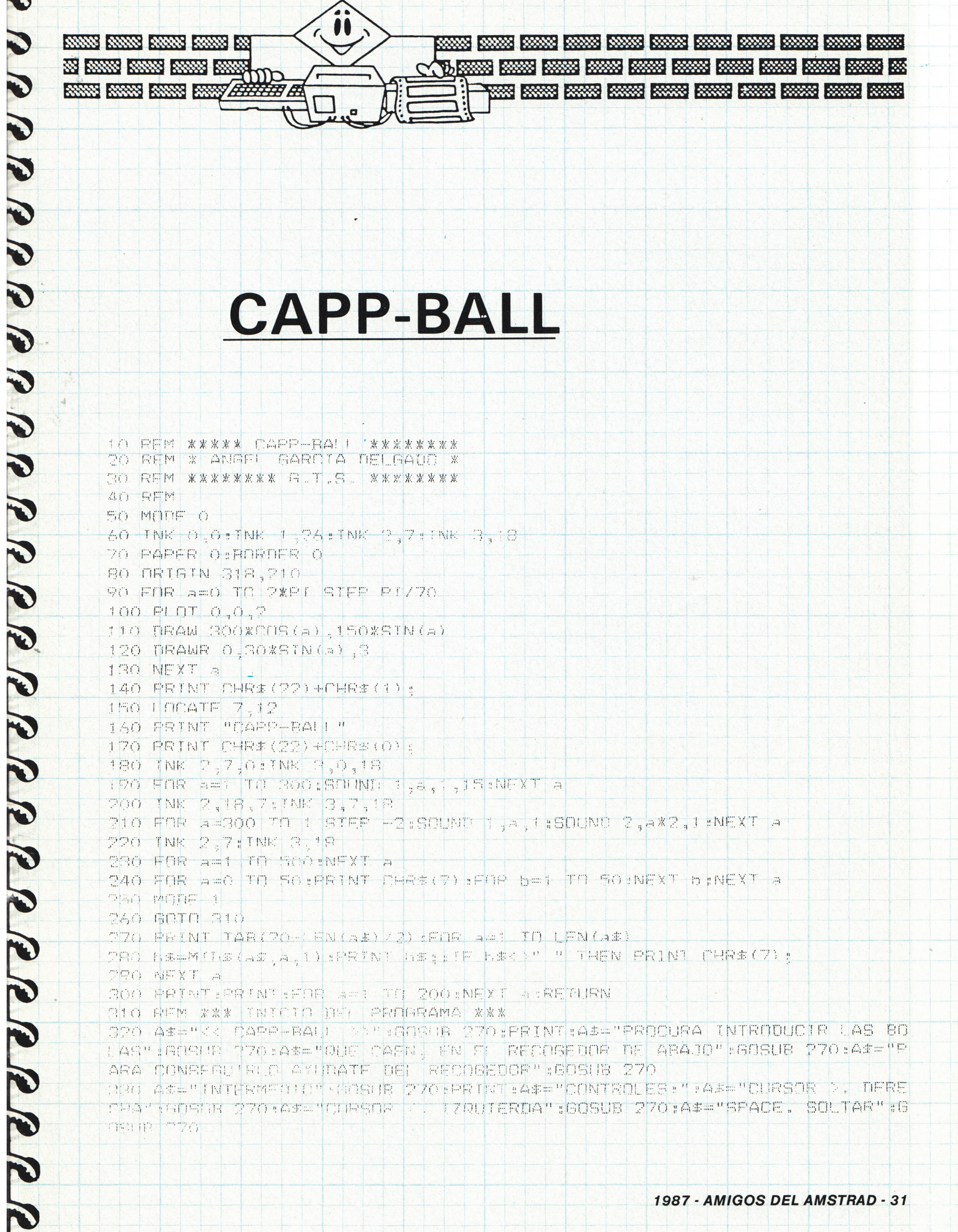




# CANIBAL

```
10 REM ******* CANIBAL ********
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** A.G.D. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 A$="CANIBAL":A=11-(0.5*(LEN(A$)))
160 LOCATE A,12:PRINT A$;
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 a$="<< CANIBAL >>":GOSUB 270:PRINT
```

```
330 A$="MATA CON TUS FLECHAS A":GOSUB 270
340 A$="LOS CANIBALES QUE SE INTRODUZCAN":GOSUB 270:A$="EN TU CAMPAMEN
TO.":GOSUB 270:PRINT:A$="CONTROLES:":GOSUB 270:A$="CURSOR ARRIBA":GOSU
B 270:A$="CURSOR ABAJO":GOSUB 270:A$="SPACE. DISPARA FLECHA":GOSUB 270
350 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 270
360 IF INKEY(60)<>0 THEN 360
370 GOSUB 650
380 BORDER 26:INK 0,26:INK 1,0:INK 2,9
390 PAPER 0:MODE 0:PEN 2
400 FOR A=1 TO 25:PRINT STRING$(20,"e");:NEXT
410 WINDOW #1,2,19,2,4:WINDOW 2,19,6,24:CLS #1:CLS
420 D=1:X=10:Y=1:P=0:FA=0
430 GOSUB 620
440 XC=1:YC=5+INT(RND*13)
450 PEN 1
460 ON D GOSUB 500,550.
470 LOCATE YC,XC:PRINT" ":XC=XC+1:IF XC>17 THEN GOSUB 610
480 LOCATE YC,XC:PRINT"a":LOCATE YC,XC+1:PRINT"b"
490 GOTO 460
500 IF NOT INKEY(0) THEN X=X-1:IF X<2 THEN X=2
510 IF NOT INKEY(2) THEN X=X+1:IF X>18 THEN X=18
520 LOCATE Y,X-1:PRINT" ":LOCATE Y,X+1:PRINT" ":LOCATE Y,X:PRINT"c"
530 IF NOT INKEY(47) THEN D=2:SOUND 1,100,10,15,0,0,31
540 RETURN
550 LOCATE Y,X:PRINT" ":Y=Y+1:IF Y>17 THEN D=1:FA=FA+1:GOSUB 620:Y=1:R
ETURN
560 LOCATE Y,X:PRINT"c":IF Y=YC THEN IF X=XC OR X=XC+1 THEN GOSUB 580
570 RETURN
580 SOUND 2,600,20,15,0,0,10:LOCATE YC,XC:PRINT"d":LOCATE YC,XC+1:PRIN
T"d"
590 P=P+5:GOSUB 620
600 D=1:Y=1
610 LOCATE YC,XC:PRINT" ":LOCATE YC,XC+1:PRINT" ":XC=1:YC=5+INT(RND*13
):RETURN
620 LOCATE #1,2,2:PRINT#1,"PTOS:";P:LOCATE #1,13,2:PRINT#1,"FA:";FA
630 IF FA>7 THEN 720
640 RETURN
650 REM SYMBOL AFTER 97
655 SYMBOL AFTER 32
660 SYMBOL 97,99,62,107,156,170,190,162,156
670 SYMBOL 98,190,221,149,157,148,148,54,119
680 SYMBOL 99,0,0,0,198,127,198,0,0
690 SYMBOL 100,137,32,10,128,17,68,0,146
700 SYMBOL 101,111,247,232,27,189,219,196,30
710 RETURN
720 REM *** GAME OVER ***
730 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B
:NEXT A
740 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
750 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
760 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
770 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
780 FOR A=1 TO 50:A$=INKEY$:NEXT A
790 PEN 1
800 IF INKEY(60)=0 THEN RUN 250
810 IF INKEY(46)=0 THEN CALL 0
820 GOTO 800
```



# CAPP-BALL

```
10 REM ***** CAPP-BALL ********
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** A.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,24:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 7,12
160 PRINT "CAPP-BALL"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< CAPP-BALL >>":GOSUB 270:PRINT:A$="PROCURA INTRODUCIR LAS BO
LAS":GOSUB 270:A$="QUE CAEN, EN EL RECOGEDOR DE ABAJO":GOSUB 270:A$="P
ARA CONSEGUIRLO AYUDATE DEL RECOGEDOR":GOSUB 270
330 A$="INTERMEDIO":GOSUB 270:PRINT:A$="CONTROLES:":A$="CURSOR >. DERE
CHA":GOSUB 270:A$="CURSOR <. IZQUIERDA":GOSUB 270:A$="SPACE. SOLTAR":G
OSUB 270
```

```
340 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
350 IF INKEY(60)<>0 THEN 350
360 GOSUB 730
370 INK 0,26:BORDER 26:PAPER 0
380 INK 1,0:INK 2,6:INK 3,9
390 INK 4,15
400 MODE 0
410 PEN 4:PRINT STRING$(20,"a");:FOR A=1 TO 23:PRINT"a                  a";:NEXT a
420 PRINT STRING$(20,"a");
430 WINDOW 2,12,2,24:WINDOW #1,14,19,4,7
440 WINDOW #2,14,19,10,13
450 WINDOW #3,14,19,16,19
460 P=0:FA=0:GOSUB 680:GOSUB 690:GOSUB 710
470 D=1:YD=4:Y=6:CO=0
480 PEN 3
490 XB=1:YB=1+INT(RND*11)
500 PEN 2:LOCATE Y,14:PRINT" ";
510 IF NOT INKEY(8) THEN Y=Y-1:IF Y<1 THEN Y=1
520 IF NOT INKEY(1) THEN Y=Y+1:IF Y>11 THEN Y=11
530 IF CO=0 AND XB=14 AND YB=Y THEN SOUND 1,100,1:CO=1
540 LOCATE Y,14:IF CO=0 THEN PRINT"f"; ELSE PRINT"e";:YB=Y
550 IF CO=1 THEN GOTO 590
560 LOCATE YB,XB:PRINT" ";:XB=XB+1
570 IF XB>23 THEN SOUND 2,1000,30,15,0,0,31:FA=FA+1:GOSUB 690:GOTO 490
580 LOCATE YB,XB:PRINT"g";
590 IF CO=1 AND NOT INKEY(47) THEN LOCATE Y,14:PRINT"f";:LOCATE Y,15:PRINT"g";:XB=15:CO=0:FOR A=100 TO 200 STEP 5:SOUND 2,A,1:NEXT A
600 LOCATE YD,23:PRINT"   ";
610 YD=YD+D
620 IF YD<2 THEN D=1
630 IF YD>8 THEN D=-1
640 PEN 3:LOCATE YD,23:PRINT"bcd";
650 IF XB=23 THEN IF YB=YD OR YB=YD+1 OR YB=YD+2 THEN GOTO 670
660 GOTO 500
670 LOCATE YD,23:PRINT"hed";:SOUND 4,50,20:p=p+15:GOSUB 680:GOTO 490
680 LOCATE #1,1,1:PRINT#1," PTOS":LOCATE #1,2,3:PRINT #1,P:RETURN
690 LOCATE #2,1,1:PRINT#2,"FALLOS";:LOCATE #2,2,3:PRINT #2,FA
700 IF FA>4 THEN 830 ELSE RETURN
710 LOCATE #3,1,1:PRINT#3," CAPP":LOCATE #3,1,3:PRINT #3," BALL":RETURN
720 GOTO 720
730 SYMBOL AFTER 97
740 SYMBOL 97,0,126,126,126,126,126,126,0
750 SYMBOL 98,0,0,0,3,71,111,127,255
760 SYMBOL 99,0,129,129,129,129,195,255,126
770 SYMBOL 100,0,0,0,192,226,246,254,255
780 SYMBOL 101,60,102,223,223,255,189,195,126
790 SYMBOL 102,126,255,195,129,129,129,129,0
800 SYMBOL 103,60,102,94,94,126,60,0,0
810 SYMBOL 104,66,8,162,8,64,21,128,42
820 RETURN
830 REM *** GAME OVER ***
840 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
850 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
860 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
```

```
870 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
880 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
890 FOR A=r TO 50:A$=INKEY$:NEXT A
900 PEN 1
910 IF INKEY(60)=0 THEN RUN 250
920 IF INKEY(46)=0 THEN CALL 0
930 GOTO 910
```



# CARRETILLA

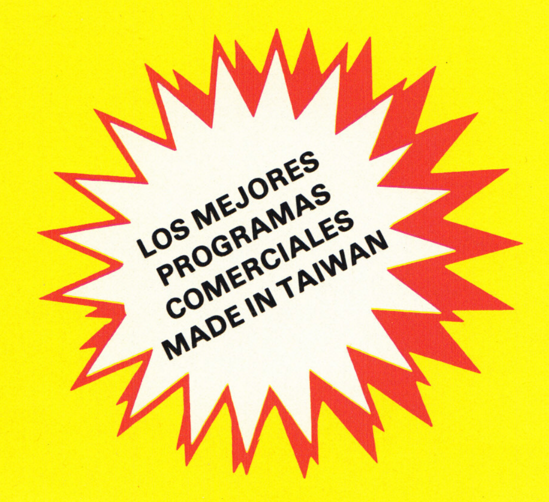
```
10 REM ***** CARRETILLA *******
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 4,12
160 PRINT "CARRETILLA"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< CARRETILLA >>":GOSUB 270:PRINT:A$="RECOGE CON TU CARRETILLA
 LOS LADRILLOS":GOSUB 270:A$="NECESARIOS PARA CONSTRUIR":GOSUB 270:A$=
"TU CHALET EN LA PLAYA":GOSUB 270:PRINT:A$="SI DEJAS CAER 5 LADRILLOS
PERDERAS":GOSUB 270:PRINT:A$="CONTROLES:":GOS
```

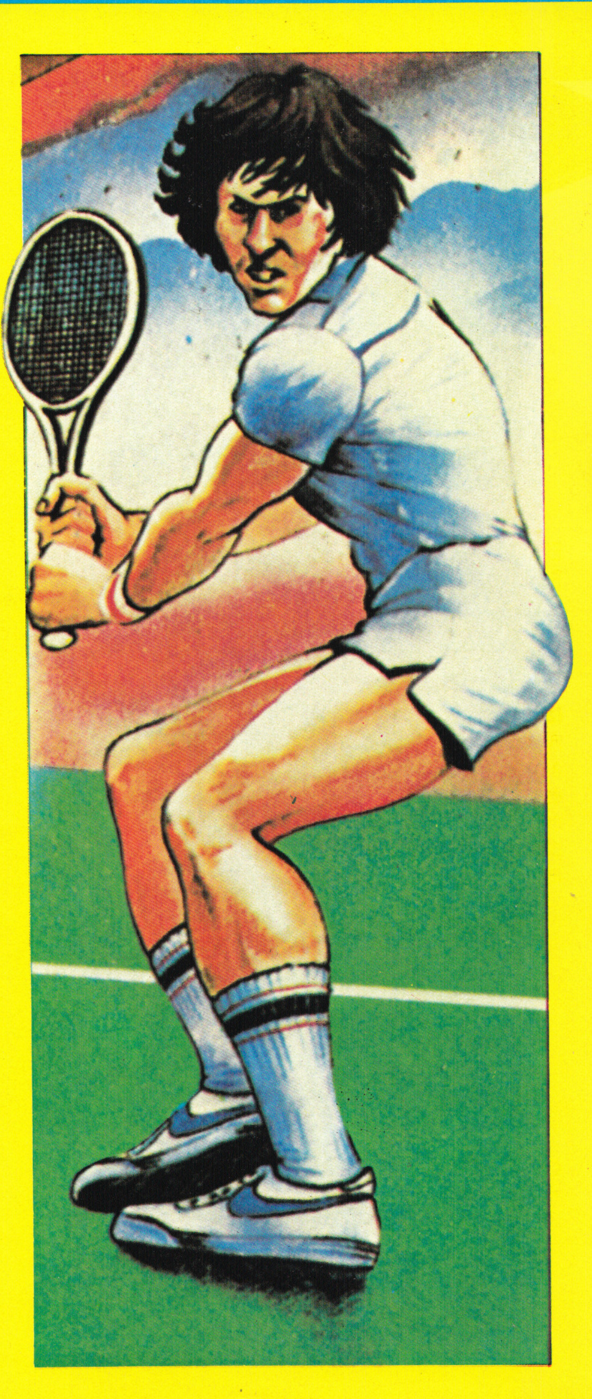
```
330 A$="CURSOR <. IZQUIERDA":GOSUB 270:A$="CURSOR >. DERECHA (SOLTAR L
ADRILLO)":GOSUB 270:PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
340 IF INKEY(60)<>0 THEN 340
350 GOSUB 590
360 INK 0,26:PAPER 0:BORDER 26
370 INK 1,0:INK 2,2:INK 3,24
380 MODE 0
390 INK 10,2:INK 11,8
400 PAPER 3:FOR A=1 TO 25:PRINT STRING$(20,"i");:NEXT A
410 WINDOW #1,2,19,2,4:CLS #1
420 PAPER 0:WINDOW 2,19,6,24:CLS
430 WINDOW #2,20,20,22,24:CLS #2
440 P=0:FA=0:GOSUB 560
450 D=1:Y=8
460 XL=1:YL=2+INT(RND*16)
470 IF NOT INKEY(8) THEN D=1:Y=Y-1:IF Y<1 THEN Y=1
480 IF NOT INKEY(1) THEN D=2:Y=Y+1:IF Y>14 THEN Y=14:IF CO=1 THEN SOUN
D 1,100,10:CO=0:P=P+5:GOSUB 560
490 PEN 10:IF D=2 THEN LOCATE Y,18:PRINT" a   ";:LOCATE Y,19:PRINT" bc
d ";:IF CO=1 THEN LOCATE Y+3,18:PRINT"i";
500 IF D=1 THEN LOCATE Y,18:PRINT"   e ";:LOCATE Y,19:PRINT" hgf ";:IF
 CO=1 THEN LOCATE Y+1,18:PRINT"i";
510 PEN 11:LOCATE YL,XL:PRINT" ":XL=XL+1
520 IF XL=18 THEN IF YL>Y AND YL<Y+5 THEN IF CO=0 THEN CO=1:SOUND 1,50
,20:GOTO 460
530 IF XL>19 THEN LOCATE YL,19:PRINT"j":SOUND 4,200,20,15,0,0;31:FA=FA
+1:GOSUB 560:LOCATE YL,19:PRINT" ":GOTO 460
540 LOCATE YL,XL:PRINT"i";
550 GOTO 470
560 LOCATE #1,2,2:PRINT #1,"PT:";P:LOCATE #1,12,2:PRINT #1,"FA:";FA
570 IF FA>4 THEN 720
580 RETURN
590 SYMBOL AFTER 97
600 SYMBOL 97,0,0,0,15,15,15,7,14
610 SYMBOL 98,14,15,15,15,31,57,48,56
620 SYMBOL 99,192,55,15,135,135,193,112,112
630 SYMBOL 100,254,252,240,238,223,155,31,14
640 SYMBOL 101,0,0,0,240,240,240,224,112
650 SYMBOL 102,112,240,240,240,248,156,12,28
660 SYMBOL 103,3,236,240,225,225,131,14,14
670 SYMBOL 104,127,63,15,119,251,217,248,112
680 SYMBOL 105,126,235,213,169,193,165,209,126
690 SYMBOL 106,36,145,2,72,37,152,37,239
700 SYMBOL 107,3,29,243,235,213,107,117,62
710 RETURN
720 REM *** GAME OVER ***
730 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B
:NEXT A
740 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
750 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
760 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
770 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
780 FOR A=1 TO 50:A$=INKEY$:NEXT A
790 PEN 1
800 IF INKEY(60)=0 THEN RUN 250
810 IF INKEY(46)=0 THEN CALL 0
820 GOTO 800
```




690 Ptas.

# SUPER BABY



CURSO DE

# BASIC + MICROORDENADORES

**prácticas con...**

Microordenador ZX SPECTRUM

Microordenador COMMODORE

Microordenadores AMSTRAD, MSX, PC




## Para saber cómo hablar con los ordenadores

El Curso CEAC a Distancia, BASIC + Microordenadores, le va a introducir paso a paso, con un cuidado método, en uno de los temas más apasionantes de nuestros días: **la programación de ordenadores.** Al aprender PRACTICANDO desde un principio a programar BASIC, lenguaje diseñado especialmente para dar los primeros pasos en programación, estará sentando las bases para el estudio de cualquier otro lenguaje de alto nivel.

**Curso CEAC de BASIC + Microordenadores: un diálogo permanente con el ordenador.**

**Otros Cursos:**

- Introducción a la Informática
- Electrónica (con experimentos)
- Contabilidad
- Fotografía
- Curso de Video
- Decoración

ESTAS ENSEÑANZAS SE AJUSTAN AL ART. 35 DEL DECRETO 707/1976 Y A LA ORDEN MINISTERIAL DE 5/2/1979

Actúe ahora en su propio beneficio y pídanos información.

**GRATUITAMENTE**

**Sí,** deseo recibir a la mayor brevedad posible información sobre el Curso de: ____________

____________

Nombre y apellidos ____________ Edad ____

Domicilio ____________

____________ Nº ____ Piso ____ Pta. ____ Tel. ____________

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____________ Provincia ____________

Profesión ____________

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o llame... (93) 245 33 06 de Barcelona

CEAC

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